



Subject card

Subject name and code	3D visualisation of space data, E:41053W0						
Field of study	Space and Satellite Technologies						
Date of commencement of studies	February 2024		Academic year of realisation of subject		2023/2024		
Education level	second-cycle studies		Subject group				
Mode of study	Full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		English		
Semester of study	1		ECTS credits		2.0		
Learning profile			Assessment form		assessment		
Conducting unit	Department Of Geoinformatics -> Faculty Of Electronics Telecommunications And Informatics -> Wydział Politechniki Gdańskiej						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. inż. Marcin Kulawiak				
	Teachers						
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		0.0		0.0	30
Subject objectives	To familiarize students with manual and programming methods of three-dimensional visualization of space data.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	K7_U12		Student is able to use and to implement methods of space data visualisation.		[SU1] Assessment of task fulfilment		
	K7_W12		He has the knowledge on methods of three-dimensional visualization of space data.		[SW1] Assessment of factual knowledge		
	[K7_K03] Can analyse and implement assigned tasks while maintaining high technical standards. Is able to work and interact in a group, taking on different roles. Adheres to the principles of professional ethics and respects the diversity of views and cultures.		Student implements his tasks related to 3D space data visualisation maintaining high technical standards.		[SK2] Assessment of progress of work		
Subject contents	3D visualisation of space data: basics of 3-dimensional computer graphics, 3D data visualization methods, coordinate systems for space and spatial data, 3D data formats, programming technologies and libraries, 3D graphics in WWW						
Prerequisites and co-requisites	-						
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	Exam		50.0%		50.0%		
	Project		60.0%		50.0%		

Recommended reading	Basic literature	<p>Bruce Eckel, Thinking in Java (4th edition)</p> <p>Richard S. Wright, Benjamin Lipchak, Nicholas Haemel: OpenGL SuperBible: Comprehensive Tutorial and Reference Addison-Wesley Professional; 5 edition</p> <p>Preston Prescott, JavaScript Programming: A Beginners Guide to the Javascript Programming Language</p>
	Supplementary literature	-
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	-	
Work placement	Not applicable	

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